**Project 4: Manipulating and designing graphics**

**Point value:** 25
**Due:** March 22 by 5pm (Email report to me at reillyc@uncw.edu)
**Deliverables:** your graphic submitted in the most appropriate format; brief reflective statement describing what you learned

For this project, you will complete 3 of the following tutorials that help you to use Fireworks to edit graphics and create graphic effects. After you master the skills presented in the tutorials you complete, you will create a graphic of your own that showcases your skills. You should create a new graphic or base it upon an image that you take with a digital camera.

Select 3 of the following tutorials to complete:

How to use QuickMask
http://abduzeedo.com/fireworks-quick-tips-1-how-use-quickmask

Photo-Realistic
http://www.brownbatterystudios.com/sixthings/2006/03/06/rapid-fire-1-photo-realistic/

Creating Fading Light Vectors
http://vector.tutsplus.com/tutorials/designing/creating-fading-light-vectors-in-fireworks/

Old Photos in Fireworks
http://www.voidix.com/fireworks_old_photos.html

Glowing Light Trail
http://www.flisterz.com/2007/12/01/adobe-fireworks-glowing-light-trail/

Awesome Light Effects in Fireworks
http://abduzeedo.com/james-white-o-series-fireworks

Light Painting
http://abduzeedo.com/light-painting-fireworks

**Reflection:**
In 500-600 words, write a reflection about your experience designing your graphic in which you discuss:
1. Which tutorials did you complete? (List them by name)
2. What tasks did you find difficult or challenging and why?
3. What design principles did you employ in putting together your original graphic?
4. What might you have done differently if you could do the project again?

**Student learning outcomes addressed by this project**
- Speak and write about design using field-specific terminology
- Use applications such as Fireworks and InDesign to create print and electronic texts that accomplish specific rhetorical goals
- Apply strategies discussed in class to complete a number of projects that demonstrate proficiency in designing print and electronic documents

**Grading criteria**
**Purpose**
- Your design should indicate that you mastered the graphic manipulation skills taught in each tutorial that you completed
- The design should make use of an appropriate graphic
- The graphic you create should also employ our six design principles and Gestault principles
- Your analysis reflection should be 500-600 words, detailed, and specific

**Product**
- Your design should be exported in the most appropriate graphic file type. This may include: jpg, gif, tif
- Your reflection should be clearly written, edited, proofread, and spell-checked

**Process**
- The design and reflection should indicate that you have learned new graphic manipulation skills